AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   **(currently amended)** [[A]] The graphical user computer interface of claim 10 ~~enabling a user to open at least one menu and to select an item of the menu by means of a pointing device~~, wherein

said pointing device comprises a two-dimension actuator and a one-dimension actuator ~~and controls a moveable pointer and a moveable menu item focus~~,

~~wherein~~ the interface is arranged such that the two-dimension actuator controls movements of the pointer when said menu is not opened, and

the one-dimension actuator is activated, when the menu is opened, to control movement of the menu item focus within the menu.

2.   **(currently amended)** The graphical user computer interface of claim 1, arranged such that, [[after]] while the menu is being ~~has been~~ opened, none of the two-dimension actuator and one-dimension actuator control movements of ~~the pointer stays at the position it was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving~~ the pointer.

3.   (original)   The graphical user computer interface of claim 1, arranged such that the menu is opened by positioning the pointer on a displayed element, associated with the menu, with or without clicking on the element.

4.   **(currently amended)** The graphical user computer interface of claim 1, arranged such that the menu item is activated by positioning the focus [[on it]] thereon, with or without clicking on the menu item.

5.   (original)   The graphical user computer interface of claim 1, arranged such that an operational shift from a pointer modus to a menu item focus modus is activated automatically upon opening of the menu.

6.   **(currently amended)** The graphical user computer interface of claim 1, arranged such that ~~the menu item focus is movable while the menu is fixed or~~ the menu item focus is fixed while the menu is movable, upon operation of the one-dimension actuator.

7.   **(currently amended)** The graphical user computer interface of claim 1, arranged such that the menu is closed by a relative movement of the menu item focus out of the menu~~, by operating the one-dimension actuator, or by selecting a menu closing item with the one-dimension actuator or the two-dimension actuator~~.

8.   (original)   The graphical user computer interface of claim 1, arranged such that an operation modus shifts from a menu item focus modus back to a pointer modus upon closing of the menu.

9.   (original)   The graphical user computer interface of claim 1, wherein the one-dimension actuator is a wheel.

10.   (original)   A graphical user computer interface enabling a user to open at least one menu and to select an item of the menu by means of a pointing device, said pointing device controlling a moveable pointer and a moveable menu item focus,

wherein the interface is arranged such that, after the menu has been opened, the pointer stays at the position it was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving the pointer.

11.   (original)   The graphical user computer interface of claim 10, arranged such that the menu is opened by positioning the pointer on a displayed element, associated with the menu, with or without clicking on the element.

12.   **(currently amended)** The graphical user computer interface of claim 10, arranged such that the menu item is activated by positioning the focus [[on it]] thereon, with or without clicking on the menu item.

13.   (original)   The graphical user computer interface of claim 10, arranged such that an operational shift from a pointer modus to a menu item focus modus is activated automatically upon opening of the menu.

14.   (original)   The graphical user computer interface of claim 10, arranged such that the menu item focus is movable while the menu is fixed or the menu item focus is fixed while the menu is movable, by operating the pointing device.

15.   (original)   The graphical user computer interface of claim 10, arranged such that the menu is closed by a relative movement of the menu item focus out of the menu, by operating the two-dimension actuator, or by selecting a menu closing item with the two-dimension actuator.

16.   (original)   The graphical user computer interface of claim 10, wherein the pointing device is a computer-mouse.

17.   **(currently amended)** [[A]] The computer of claim 18, wherein

said ~~comprising a display and a~~ pointing device [[with]] comprises a two-dimension actuator and a one-dimension actuator,

~~said computer is programmed such that it provides a graphical user interface enabling a user to open at least one menu in the display and to select an item of the menu by means of the pointing device, and~~

~~that the pointing device controls a moveable pointer and a moveable menu item focus such that~~

the interface is arranged such that the two-dimension actuator controls movements of the pointer when said menu is not opened, and

the one-dimension actuator is activated, when the menu is opened, to control movement of the menu item focus within the menu.

18.   **(currently amended)** A computer comprising a display and a pointing device, wherein

said computer is programmed to provide ~~such that it provides~~ a graphical user interface enabling a user to open at least one menu in the display and to select an item of the menu by means of the pointing device, [[and]]

[[that]] the pointing device controls a moveable pointer and a moveable menu item focus ~~such that~~, and

after the menu has been opened and while the menu is being opened, the pointer stays at the position [[it]] the pointer was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving the pointer.

19.   **(currently amended)** [[A]] The computer-readable medium of claim 20 ~~program product including program code, when executed on a computer system, for providing a graphical~~

user interface, wherein ~~the program code is arranged to enable a user to open at least one menu and to select an item of the menu by means of a~~

said pointing device [[which]] comprises a two-dimension actuator and a one-dimension actuator ~~and controls a moveable pointer and a moveable menu item focus~~, and

the program code, when executed on the computer system, is arranged

to enable the two-dimension actuator to control movements of the pointer when said menu is not opened, and

to activate the one-dimension actuator when the menu is opened to control movement of the menu item focus within the menu.

20.   **(currently amended)** A computer-readable medium containing thereon ~~program product including~~ program code which, when executed on a computer system, ~~for providing a graphical user interface, wherein the program code~~ is arranged

to enable a user to open at least one menu in a display of said computer system and to select an item of the menu by means of a pointing device of said computer system,

~~wherein the program code is arranged~~ to enable said pointing device to control a moveable pointer and a moveable menu item focus, and

~~wherein the program code is arranged,~~ after the menu has been opened and while the menu is being opened, to ~~enable~~ keep the pointer stationary, regardless of operation of the pointing device, ~~to stay~~ at the position [[it]] said pointer was in when the menu was opened, while enabling the menu item focus [[is]] to be moveable within the menu by means of the pointing device without moving the pointer.

21.   **(currently amended)** A method of enabling a user of a graphical user computer interface to open at least one menu and to select an item of the menu by means of a pointing device, said pointing device having a two-dimension actuator and a one-dimension actuator and controlling ~~controls~~ a moveable pointer and a moveable menu item focus, said method comprising:

8

when the menu is not opened, controlling movements of the pointer with the two-dimension actuator, and

when the menu is opened, activating the one-dimension actuator ~~when the menu is opened~~ to control movement of the menu item focus within the menu, while enabling the two-dimension actuator to control movements of both the menu item focus and the pointer within the menu.

22.   **(currently amended)** A method of enabling a user of a graphical user computer interface to open at least one menu and to select an item of the menu by means of a pointing device, said method comprising:

controlling a moveable pointer and a moveable menu item focus by the pointing device,

after having opened the menu and while the menu is being opened, enabling the menu item focus to be moved within the menu by means of the pointing device while disabling the pointing device from ~~without~~ moving the pointer ~~, while the pointer stays at the position it was in when the menu was opened~~.

23.   **(new)** The graphical user computer interface of claim 1, arranged such that the menu is closed by selecting a menu closing item within the menu with the one-dimension actuator or the two-dimension actuator,

wherein said menu closing item, when selected, only causes closing of said menu.

24.   **(new)** The method of claim 21, further comprising

closing the menu by selecting a menu closing item with the pointer controlled by the two-dimension actuator,

wherein the menu closing item is positioned within the menu at a place unreachable by the one-dimension actuator.